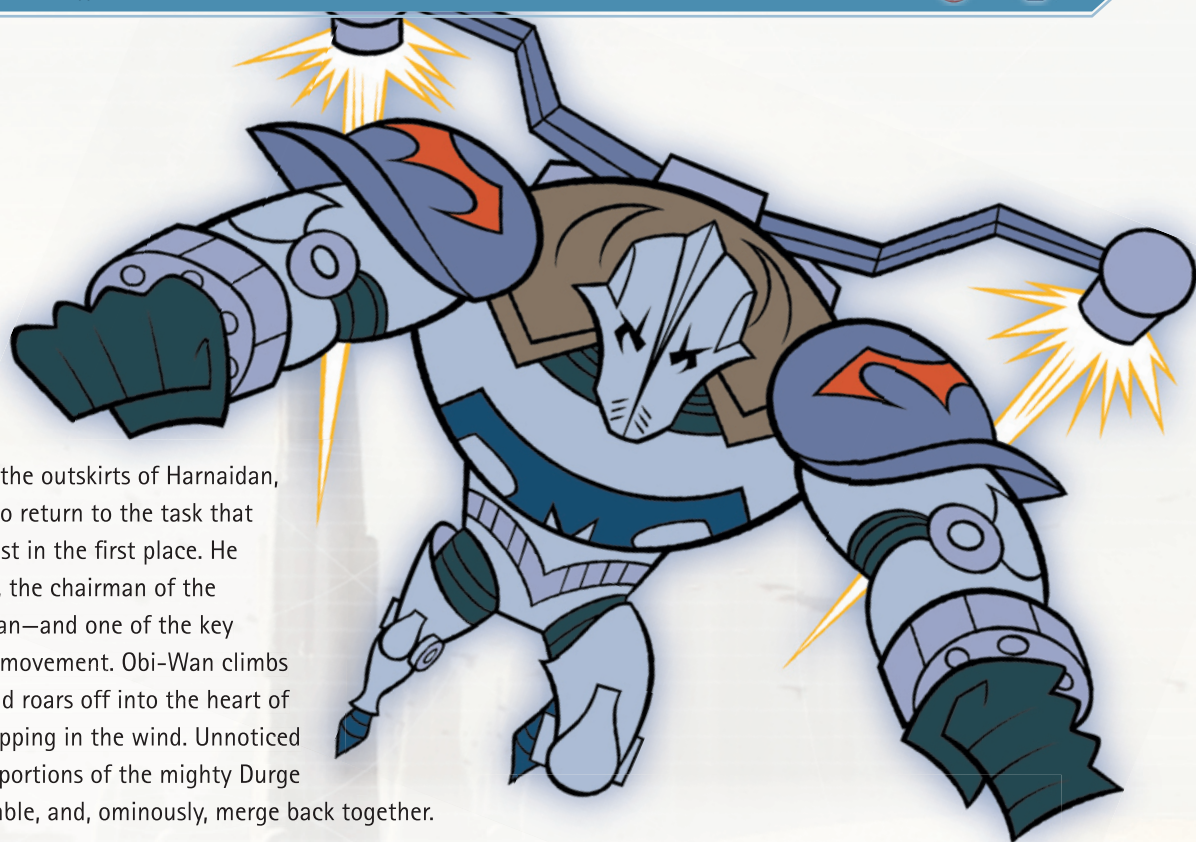


THE HEART OF HARNAIDAN

MISSION CW#04

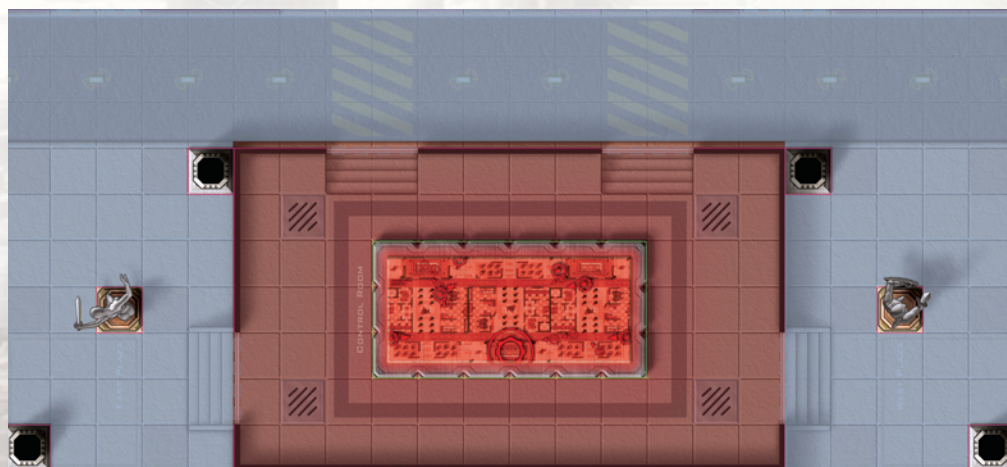


With Durge defeated on the outskirts of Harnaidan, Obi-Wan Kenobi is free to return to the task that brought him to Muunilinst in the first place. He must capture San Hill, the chairman of the InterGalactic Banking Clan—and one of the key figures in the Separatist movement. Obi-Wan climbs aboard a speeder bike and roars off into the heart of Harnaidan, his cloak whipping in the wind. Unnoticed behind him, the severed portions of the mighty Durge begin to twitch and tremble, and, ominously, merge back together.

Outside the Separatist command center, the ARC troopers have been waiting patiently for General Kenobi to join them and commence the final assault. Obi-Wan pilots his speeder bike as high as it will go up the side of the central tower, then abandons the vehicle and leaps up the remaining distance, propelled by the Force. Together, Obi-Wan and the commando strike force drop down into the heart of the Separatist command and control center, blasters reducing the Separatist's droid guards to so much scrap metal.

In the distance, the sound of rocket engines cuts through the air, as though something were flying toward the command center in a great hurry—something very old, and very, very angry.

"The Heart of Harnaidan" recreates the capture of the Separatist command center on Muunilinst. Use the western section of the *Clone Strike* Muunilinst poster map for this scenario.



MAP KEY ■ Republic Setup Area □ Separatist Setup Area

REPUBLIC SETUP

The Republic force consists of General Kenobi and his squad of commando troops, totaling 181 points. If the Republic player chooses not to use the suggested forces listed below, she can build a 181-point force of her own, but it must include one unique character with Force Powers (such as General Kenobi).

The Republic player can set up her characters anywhere on the battle grid, except inside the Control Room.

Jedi Knight: General Kenobi	36
ARC Troopers: 3 ARC Troopers	54
Clone Trooper Squad: Clone Trooper Sergeant	10
Clone Trooper Grenadier	9
8 Clone Troopers	72
	181

VICTORY CONDITIONS

The Republic player wins by accomplishing two goals, in the order listed below:

Capture San Hill: The Republic characters must defeat all of the droids in the Control Room. Once they have been overcome, San Hill surrenders.

Defeat Durge: Once San Hill has been captured and Durge has been placed on the battle grid, the Republic characters must defeat Durge to complete the Republic player's victory.



Clone Trooper

ARC Trooper

SPECIAL SCENARIO RULES

The following special rules are in effect for this mission:

Force Powers: Obi-Wan Kenobi may use the Force Jump, Force Push, and Force Throw powers. See Special Rules (pages 91–92) for more information on these Force Powers.

Durge in Reserve: The Separatist player must place Durge in reserve—leaving him off the battle grid until the Republic player has captured San Hill (see Republic Victory Conditions). Durge can be placed on the battle grid in any unoccupied space. For more information on Reserves, see Special Rules (page 96).

Melee Attack: Durge is so self-confident that he sometimes forgoes his blasters and simply pummels his opponents with fists like massive chunks of duracrete. During this scenario, Durge may use the Melee Attack special ability.

Durge Revealed: If Durge has taken at least 70 points of damage, the Separatist player can choose to restore 20 Hit Points to Durge at the beginning of the next round, before initiative is rolled. If the Separatist player exercises this option, Durge's Defense drops to 15; his armor has been all but destroyed.

Beneath Durge's armor, his Gen'Dai physiology is apparent. Without his armor, Durge loses his Flight ability, but gains the following special abilities:

Extended Limbs: Instead of moving, Durge can attack all enemies within 2 squares. This replaces his normal attack.

SEPARATIST SETUP

The Separatist force consists of a force of Battle Droids, aided by a trio of Destroyer Droids, plus Durge. If the Separatist player chooses not to use the suggested forces listed below, he can build a 198-point force of his own, but it must include one unique character (such as Durge).

The Separatist player can set up his droid characters anywhere inside the Control Room. Durge must be placed in reserve. (See Special Scenario Rules for more information on Durge.)

Bounty Hunter: Durge	39
Droids: Battle Droid Officer	9
15 Battle Droids	60
3 Destroyer Droids	90
	198

VICTORY CONDITIONS

The Separatist player wins the scenario by defeating all of the Republic characters.



Destroyer Droid

Engulf: Instead of moving, Durge can target one adjacent enemy; that enemy is considered engulfed unless it makes a save of 13. An engulfed character is removed from the battle grid; it is trapped within Durge's flesh. The engulfed character cannot move and may not attack unless it makes a save of 13, in which case it can attack Durge and Durge alone. If Durge is defeated, the character is no longer engulfed; place it on the battle grid in Durge's place.

Republic Reinforcements: If the Republic player wins initiative and the initiative result is an odd number, place 2 additional Clone Troopers on the eastern edge of the battle grid. If the Republic player wins initiative and the initiative result is an even number, place 2 additional Clone Troopers on the western edge of the battle grid. Republic reinforcements may not be placed within 4 squares of Durge.

Republic reinforcements are placed on the battle grid immediately before the Republic player's first activation of the round.

Separatist Reinforcements: If the Separatist player wins initiative and the initiative roll is an odd number, place 2 Super Battle Droids on the northern edge of the battle grid. If the Separatist player wins initiative and the initiative result is an even number, place 2 Super Battle Droids on the southern edge of the battle grid. Republic reinforcements may not be placed within 4 squares of General Kenobi.

These reinforcements are placed on the battle grid immediately before the Separatist player's first activation of the round.

CAMPAIGN PLAY

If you are playing this mission as part of the *Ultimate Missions: Clone Strike* campaign, both the Republic and Separatist player have 200 points available from their pool of forces. Each player gets 1 Victory Point for each Victory Condition he fulfills. □